

WESTERN RIDING - Blank

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-centering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#	WALK JOG LOG	TRNS	1X	2X	3X	1L	2L	LOG	S & B						
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12			
1	801	PENALTY							3,DQ						0	DQ
		MANUV.	0	0	0	0	0	0								
2	766	PENALTY						DQ							0	DQ
		MANUV.	0	0	+1/2	0	0									
3	607	PENALTY					1		1						2	67 1/2
		MANUV.	0	0	0	+1/2	-1/2	0	-1/2	0	0					
4	643	PENALTY													0	72
		MANUV.	0	+1/2	+1/2	0	+1/2	0	+1/2	0	0					
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

RAPLEY; MICHAEL B
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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1	801	PENALTY							3,Z						
		MANUV.	0	0	0	0	+1/2	+1/2							0
2	766	PENALTY							3,Z						
		MANUV.	0	0	0	0	+1/2								0
3	607	PENALTY						1	1						
		MANUV.	-1/2	0	0	0	-1/2	0	-1/2	0	0				2
4	643	PENALTY													
		MANUV.	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	0				0
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

PAUL; JUDD D
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

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Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	801	PENALTY								3,DQ					0	DQ
		MANUV.	+1/2	0	0	0	+1/2	+1/2	0							
2	766	PENALTY					1	DQ							0	DQ
		MANUV.	0	0	+1/2	+1/2	-1									
3	607	PENALTY					1		1						2	66
		MANUV.	-1/2	0	0	+1/2	-1	0	-1	0	0					
4	643	PENALTY													0	75 1/2
		MANUV.	0	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2					
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

BOXELL; JOHN
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE: